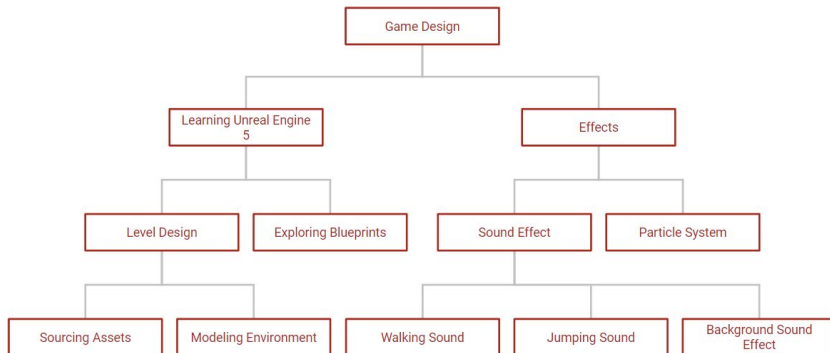


## Trigger Frame - Suraj Jagmohan

### Introduction:

For the project I am working on, it is a game, as we get to know and adapt to Unreal Engine 5, we want to have a set basis of the game, things to be implemented, rules that need to be established, etc. We want to make the game with the purpose in mind that it's something we enjoyed making, while applying the fundamentals of UE5 overtime..

### Methods:



### Roles/Skills:

- Level Design
- Environmental Design
- Particle Systems
- Logo for the game
- Environmental Sound Effects
- Game Mini Map

### Resources:

- Personal Laptop - FREE
- Unreal Engine 5 - FREE
- Unreal Engine 5 Assets
- SketchFab - Free Models

### Time Allotted:

- August - November 2023



**UNREAL  
ENGINE**

### Results:

- The game is in a playable state in which there is a score counter and a respawn system in place to get back into the game right after you lose.
- Gained more understanding of Unreal Engine 5 and how blueprints and the particle system works

### Conclusion/Purpose:

Throughout this Project with the expectations which I set I was satisfied with the outcome and to be able to showcase everything I learned about Unreal Engine 5 throughout the semester.